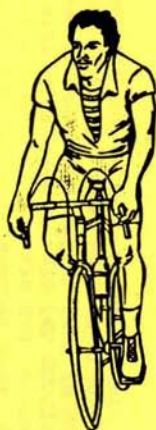


San Leandro
Computer Club May 1995
Journal



**Winter is OVER! Turn
Off the Atari and Get
Outside!**

San Leandro Computer Club

P.O. Box 1506
San Leandro, CA 94577-0374

An independent, money losing organization of Atari computer users. Membership, at \$20, doesn't buy you a whole lot, but the price has never been raised. Call an officer to join.

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(Call them with questions)
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Beginners 8-Bit: Glenn Fowler (510)530-7128
Beginners Clone: Jim Moran (510)865-6122
Business
Publishing: Jim Hood (510)672-1244

Election of Officers is coming up in June so now is the time to nominate candidates for the prestigious positions of President, Vice President, Secretary and Treasurer. Think of all those people who you'd like to get back at for whatever reason and nominate them. The only restriction is that they be members in good standing. Don't get mad - get even!! May is your next to the last chance to nominate your friends for these offices.

Journal Staff

Editor: Steve Goldstein (408)257-2058
8-Bit Editor: Bob Woolley (510)865-1672

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Get on Pac Bell's Toll Road to the
Information Superhighway
Call a BBS

8-Bit West

(510)895-8022

May

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2 Main Meeting 8:00 PM	3	4	5	6
7	8 ST SIG Meeting 8:00 PM	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28 Journal Deadline 12:00 PM	29	30	31			

||| Jaguar Tackboard
||| Confirmed information about Atari's Jaguar
/ | \ Compiled from online and official sources

//// Jaguar to get Mortal Kombat III

CONTACT: Ron Beltramo Terry King
 Atari Corporation Williams Entertainment Inc
 408/745-8852 903/874-2683

"MORTAL KOMBAT III" WILL BE AVAILABLE ON THE ATARI JAGUAR

SUNNYVALE, Calif., March 13 - Atari Corp. and Williams Entertainment Inc. are pleased to announce that Atari will be publishing "Mortal Kombat III" for the Atari Jaguar 64-bit multimedia system. "Mortal Kombat" is one of the most frequently requested video game titles from Jaguar enthusiasts.

"Letters have been pouring in daily telling us that gamers want 'Mortal Kombat' for the Atari Jaguar," indicated Sam Tramiel, president of Atari Corp. "We at Atari are dedicated to the mission of giving the enthusiastic Jaguar game players exactly what they are looking for and 'Mortal Kombat III' will give them the latest version of the 'Mortal Kombat' series of arcade hits."

"Mortal Kombat III" is the third in a series of outstanding coin-op games incorporating true-to-life graphic images into a challenging fighting experience. Williams Entertainment Inc. is the home video subsidiary of WMS Industries Inc., the company that created "Mortal Kombat" and "NBA Jam" for the arcades.

"Mortal Kombat III" for the Atari Jaguar will feature true-color graphics and all the sounds and action of the arcade version of "Mortal Kombat III." Planned release will be within the second quarter of 1996.

Williams Entertainment already has other popular video game titles scheduled for release on the Jaguar platform. "Troy Aikman Football" is currently available to be followed up shortly by "Double Dragon V." Electronic Gaming Monthly says of "Troy Aikman Football," "... the Jaguar version is the best yet." Saturday morning cartoon fans will recognize the fighting lineup in "Double Dragon V" with eye-popping animated action.

Other software hits being developed in partnership between Williams Entertainment and Atari Corp. include new adaptations of classic games such as "Joust" and "Defender." "Defender 2000" is being developed with three distinct play modes (the classic favorite, "Defender Plus," and "Defender 2000") for the Jaguar by Jeff Minter of "Tempest 2000" fame. According to Bill Rehbock Atari's VP of Software Business Development, "Dactyl Joust" will bring the classic game alive as a first person perspective, fully texture-mapped Joust in a realistic, three dimensional environment." Atari will market these games for the 64-bit Jaguar system while Williams Entertainment will license and market them for high performance PCs.

These distinct agreements between Atari Corp. and Williams Entertainment are indicative of the strong relationship these two companies have established. Williams Entertainment is one of the first third-party licensees to begin working with Atari on the Jaguar 64-bit platform and remains a strong supporter of the system with top software titles.

Atari Corp. markets interactive multimedia entertainment systems, including Jaguar, the world's first and only 64-bit system and the only video game system manufactured in the United States. Atari is headquartered at 1196 Borregas Ave., Sunnyvale, CA 94089.

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OUR LATEST 8-BIT D.O.M.

By Bob Scholar SLCC 8-bit Software Chairman

SLCC1305.DOC - MAY 1995

GENERAL COMMENTS

This disk features a group of three BARFORT (or Wheel Of Fortune) Games from PAGE 6 Magazine (their Disk #225). I got it from the OHAUG library. They use the whole back side.

Note that this month's disks are un-notched (write protected).

The SLCC Journal this month has another new (and experimental) format; thanks to Bob Woolley. We're still looking for ways to reduce printing and mailing costs.

D.O.M. SUMMARY

The front has 2 Games, 3 UTILities, 2 DEMOs, and 2 TeXT/DOC files (besides this one). The back has 3 versions of BARFORT (Wheel Of Fortune) from PAGE 6 Magazine.

CONTENTS - DISK #1305:

Front:-

```
*SLCC1305.DOC 033 HELLO 011 AUTORUN .SYS 002
MENU 034 DOS .SYS 039 BARNABY .BAS 064
BARNABY .DOC 004 BRAINWSH.BAS 008 CAVELORD.OBJ 310
COPY130 .EXE 011 MANDALA .DOC 021 MANDALA .EXE 048
TAPETIME.BAS 065 WORDFIND.BAS 055 002 FREE SECTORS
```

Back:- Boot with BASIC!

BARFORT- (or Wheel of Fortune) - uses the whole disk side.

```
***** DOS .SYS 037 DUP .SYS 042
* PAGE 6* INTRO .SYS 011 MENU 024
* DISK * AUTORUN .SYS 001 RAMDISK .COM 009
* #225 * BARFORT1.BAS 192 BARFORT3.BAS 192
***** BARFORT2.BAS 192 007 FREE SECTORS
```

PROGRAM DETAILS

BARNABY.BAS (Escape from Barnaby's Isle) is a short demonstration Text Adventure program by David Woolley (no relation to Bob), from ANTIC for April 1989. For one player. I wrote a short DOC to explain it and the article with which it was published (look it up!).

BRAINWSH.BAS is a very short DEMO. It contains eight FOR/NEXT loops. By Chris Bluethman, it's from p.8 of the "I/O BOARD" of ANTIC (11/1984).

CAVELORD.OBJ is an arcade style Game from Germany. For 1 player with Joystick, - you must search the mysterious caverns for gold! Peter Finzel programmed it (1984). It's in the BELLCOM collection, - IN GERMAN!. I found a version with instructions in English. (I have not played it all the way.)

COPY130.EXE is one of the first sector copiers to use the extra RAM in the 130XE. It copies a single density disk in one pass, and it's very fast. Use it if the disk is nearly full- it writes every sector! Load it from DOS "L" (or as an ARS). It will also write up to 4 copies (in sequence) on multiple drive systems;- type D[ouble] or T[riple] or Q[uadruple] at the Destination # prompt. It formats in single density only. By Ernie Negus, it's from ANTIC for 9/85.

MANDALA.EXE is a do-it-yourself kaleidoscope construction set. By Mike McFarlane, it was published as the ANTIC Super Disk Bonus for 2/89. There is no need to look it up, - the DOC is the entire article (slightly edited).

TAPETIME.BAS by Paul Shannon was published in ANTIC for 1/89. It's a UTILITY which calculates how much recording time you have left on a VHS or BETA video cassette, no matter how many different speeds you used on various sections of the tape. Follow the prompts and it will tell you how much time is left at the SP, LP, or EP recording modes.

WORDFIND.BAS by Matthew Ratcliff is from ANTIC 1/84. It will print out the familiar 'wordfind' puzzle from a word list which you make up as a separate file (on disk or cassette). The prompts and REMs make it nearly self explanatory. It's set up for 72x72 letters, but this can be changed easily (Line 60). It can print a cheat sheet and format in easy or difficult mode. Read the article if you have any problems or unusual equipment.

BARFORT is a collection of three versions (we call it WOF), from PAGE 6 Magazine. Each one has its own puzzle list, and (a slightly) different method of play. All are in BASIC, so they can be edited easily. I found #3 to be the most familiar. It's on OHAUG's Library disk #73-6.